



Bloodborne 5e

A Homebrew Supplement
for Dungeons and Dragons: 5th Edition

Foreword

Hey there. This is a pdf for implementing the Trick Weaponry found in the Playstation 4 game Bloodborne into magic items for 5th Edition Dungeons and Dragons.

With plenty of 5e experience, My main concern was adapting the feel and personality of each weapon from Bloodborne into the these 5e versions, but I believe I've made each of these weapons interesting for many different playstyles and many types of characters. However, if you don't agree with something, feel free to implement a change at your table.

No, I won't be releasing revised copies of this document unless something is horribly overpowered or if there are a lot of errors simply because I don't give that much of a shit. I also skipped the ranged weaponry completely seeing as they are mainly firearms and that falls into the technological advancements of the DM's setting. Sorry.

For those interested in a little more than just the Trick Weaponry, there's a feat at the very end to encapsulate the Rally mechanic found the game. I probably won't be writing anything else for Bloodborne related material unless more DLC springs up, but if you were to do a Bloodborne inspired campaign, the standard weaponry of the Saw Cleaver,

the Hunter's Axe, and the Threaded Cane are all still fine options to give to new characters. There's nothing too flashy on their parts, but they all come with reliable functionality, although they are obviously superior to mundane equipment.

Another note I wanted to touch on was Arcane damage. While Arcane is described in Bloodborne as knowledge, with Intelligence being the 5e equivalent, the stereotypical hunter skills of tracking (Survival), perceiving one's surroundings (Perception), separating truth from lies (Insight), and general medical knowledge (Medicine) all fall under 5e's Wisdom stat. Therefore, all weapons relating significantly to Arcane tie off of the Wisdom stat in some way. This helps alleviate multi-attribute dependency (MAD) while allowing the ones who invest in Wisdom for those skills to take advantage of different Trick Weapons. It doesn't match the source material but it helps mechanically.

Ayways, hope you enjoy, /tg/.

-Obelion13 "Stronger"

Trick Weapons

The Trick Weapons found in Bloodborne are utilized by hunters to combat the horrific beasts found in the areas surrounding Yharnam. These amazing pieces of engineering are designed with some kind of hidden or secondary function, allowing the hunter to adapt to gain the advantage in their fight against the horrors of the night.

While all very distinguished from one another, all Trick Weapons share some common properties.

Default and Tricked States: A standard Trick Weapon can exist in two states, referred to as the Default State and the Tricked State. If a Trick Weapon has the Two-Handed property, the wielder cannot switch to the State with the Two-Handed property if they are equipped with a shield.

Transform Attacks: The wielder may freely change between the two states when making a melee weapon attack by utilizing a Transform Attack. A Transform Attack counts as an item manipulation in tandem with a melee attack, thus costing no action to perform. Off-handed weaponry or other items held in hand may quickly be stowed away or dropped as part of the same Transform Attack. Shields are not able to be stowed away as part of a Transform Attack.

Amygdalan Arm

Weapon Proficiency: Simple Melee

Default State Properties: 1d8
Bludgeoning damage, Versatile (1d10)

Tricked State Properties: 1d10
Slashing Damage, Heavy, Reach, Two-Handed

The Amygdalan Arm is made from the severed limb of an otherworldly beast. While its Default State is a simple bone club, transforming the weapon extends it into a weapon sporting an eerie, still-living tentacle adorned with a scythe-like blade.

As an action while the Amygdalan Arm is in its Tricked State, one may invoke the power of the Arm to cause the bladed tentacle to flail wildly. A single melee weapon attack is performed, hitting all creatures within 5 feet of a point you choose within 10 feet of you, dealing 2d6 slashing damage.

Beast Claw

Weapon Proficiency: Simple Melee

Default State Properties: 1d4 Slashing damage, Finesse, Light

Tricked State Properties: Natural Weapon (Claw) 1d6 Slashing damage, Finesse, Light

The Default State of the Best Claw is a simple bone punching weapon with little efficacy. As an action, the wielder may tap into the latent power within the bone weapon, harnessing the beast's bloodlust and conjuring the arm of a wolf-like beast over the user's off-hand. This clawed arm is melee weapon you are considered proficient in.

When you hit a creature with a melee weapon attack in the Tricked State, you gain a charge of Beasthood. You may possess a maximum of 7 charges and lose 2 charges if you do not attack on your turn. For every charge of Beasthood, your attacks deal an additional 2 Slashing damage. Successful attacks at you also deal 2 additional damage for each charge you possess. This additional damage against you cannot be reduced in any way.

Beasthunter Saif

Weapon Proficiency: Martial Melee

Default State Properties: 1d6 Slashing damage, Finesse, Light, Reach

Tricked State Properties: 1d6 Slashing damage, Light

The grandfather of future Trick Weaponry, the Beasthunter Saif, possessing two blades resting within one another, is still a formidable weapon in the hands of an experienced hunter.

Both States may use their combined Strength and Dexterity modifiers for the damage rolls using this weapon. Additionally, if you make a melee weapon attack with this weapon against a creature in the Tricked State, that creature can't make opportunity attacks against you for the rest of your turn.

Beast Cutter

Weapon Proficiency: Martial Melee

Default State Properties: 1d8 Bludgeoning damage, (Versatile 1d10), Heavy

Tricked State Properties: 1d6 Bludgeoning damage, Heavy, Reach

The Beast Cutter's Default State is akin to a large meat cleaver. When changed to the Tricked State, the meat cleaver's blade segments into a heavy whip.

The serrations found on this weapon deal an extra 1d6 Slashing damage against aberrations and monstrosities.

Blade of Mercy

Weapon Proficiency: Martial Melee

Default State Properties: 1d6 Slashing damage, Finesse, Light

Tricked State Properties: 1d6

Slashing damage, Finesse, Light

One of the oldest Trick Weapons, the Blade of Mercy is an ornate curved sword capable of splitting into two curved swords upon entering its Tricked State. This allows a hunter to opt for a defensive sword and shield or a twin blade style capable of a flurry of attacks.

While in the Tricked State, if you miss with an attack during your turn, you can use your reaction to immediately make an additional attack with advantage.

Bloodletter

Weapon Proficiency: Martial Melee

Default State Properties: 1d6

Bludgeoning damage

Tricked State Properties: 2d8 Piercing damage, Heavy, Two-Handed, Reach

The Bloodletter is a bronzed mace stained red with death that possesses a special Tricked State. To enter the Bloodletter's Tricked State, the user must offer a blood sacrifice as a bonus action, thrusting the weapon into their heart to absorb tainted essence and manifesting it as a massive Morningstar made of blood. The wielder spends a Hit Dice and adds their Constitution modifier to it twice. They then take the result as damage that cannot be reduced in any way. At higher

levels, the Bloodletter demands more sacrifice when used. The Bloodletter consumes two Hit Dice at 5th level, three Hit Dice at 11th level, and four Hit Dice at 17th level, with each Hit Dice adding the user's Constitution modifier twice. The Bloodletter will remain in this Tricked State for one hour after activated. During the Trick State, you may add your Constitution modifier to this weapon's damage rolls.

After it has assumed its Tricked State, the Bloodletter can unleash a bloody shockwave by slamming the head of the weapon into the ground at one's feet. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. The DC for this is $8 + \text{your proficiency modifier} + \text{your Strength modifier}$. On a failed save, a creature takes 4d8 necrotic damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. This damage increases by 2d8 at 5th, 11th, and 17th level.

Boom Hammer

Weapon Proficiency: Martial Melee

Default State Properties: 1d8

Bludgeoning damage, Versatile (1d10)

Tricked State Properties: Special

The Boom Hammer is a massive hammer equipped with an ignition system that allows the weapon to furiously explode when primed. The Boom Hammer comes with 3 ignition charges. The wielder may choose to expend a charge and ignite the hammer as a bonus action. Upon the next successful melee weapon attack, the Boom Hammer explodes violently, adding 2d8 fire damage to the weapon's damage roll. The mechanic is stressful on the weapon, however, and ignition charges may only be recharged after a long rest.

Burial Blade

Weapon Proficiency: Martial Melee

Default State Properties: 1d6 Slashing damage, Finesse, Light

Tricked State Properties: 1d10 Slashing damage, Heavy, Reach, Two-Handed

Consisting of a curved sword and a folding shaft, the Burial Blade swiftly changes from a one-handed weapon into a grisly scythe. The wielder may use their Wisdom modifier in place of their Strength or Dexterity modifier for attack and damage rolls using this weapon.

Additionally, upon a successful melee weapon attack using the Burial Blade's Tricked State, all creatures within 5 feet of the original target excluding you take damage equal to your Dexterity modifier.

Chikage

Weapon Proficiency: Martial Melee

Default State Properties: 1d8 Slashing damage, Finesse, Versatile (1d10)

Tricked State Properties: Special

The Chikage is a curved blade forged in a distant land with the power to harness blood to sharpen its blade. As a bonus action, the wielder may sheathe Chikage and redraw it, infusing it with blood to create a blade sharpened by life essence. However, the very power that enchants the blade also eats away at the wielder over time. At the beginning of your turn while you wield the Trick State Chikage, you lose Hit Points equal to your Constitution modifier. When you make a melee weapon attack with the Chikage in Trick State, you may add your Constitution modifier to your damage rolls. The Trick State can be exited at any time by flicking the blood off of the blade as a bonus action.

Monks are proficient with the Chikage and it may be used with their Martial Arts class feature.

Church Pick

Weapon Proficiency: Simple Melee

Default State Properties: 1d6 Slashing damage, Finesse

Tricked State Properties: 1d8 Piercing damage, Finesse, Two-Handed, Reach

A weapon formed from the picks appearing in the tales of old beasts, the Church Pick is a weapon that transforms between a sword-like state and a two-handed warpick. While the weapon is no lighter than normal weaponry, the Church Pick's unique construction gives it a lot of agility, making it a favorite of hunters who favor dexterous combat maneuvers.

While in the Tricked State, the wielder may ignore any damage resistances the target creature may have.

The serrations found on this weapon deal an extra 1d6 Slashing damage against aberrations and monstrosities. Additionally, this weapon has been blessed by holy energy, dealing an extra 1d6 radiant damage to undead and fiends.

Holy Moonlight Sword

Weapon Proficiency: Martial Melee

Default State Properties: 1d8 Slashing damage, Versatile (1d10)

Tricked State Properties: 2d6 Slashing damage, Heavy, Two-Handed

A mysterious weapon found by the first hunter, this silver sword taps into the abyss beyond the stars to manifest a blade of pure moonlight.

While in the Default State, the Holy Moonlight Sword is a silvered longsword. The wielder may add their Wisdom modifier to the attack rolls of this weapon's Default State. Additionally, the Default State has been blessed by holy energy, dealing an extra 1d6 radiant damage to undead and fiends.

When transformed into the Tricked State, the longsword's blade is overcome by a sword of dancing moonlight. The weapon becomes a +1 magical greatsword in this state and adds the user's Wisdom modifier to its damage rolls. The wielder may use an action to hurl a shockwave of light at their foes. Make a ranged spell attack using your Strength modifier. On a hit, the attack deals 2d8 force damage.

Hunter Axe

Weapon Proficiency: Martial Melee

Default State Properties: 1d8 Slashing damage, Versatile (1d10)

Tricked State Properties: 1d10 Slashing damage, Heavy, Two-Handed

A Trick Weapon often utilized by hunter initiates, this weapon foregoes complexity in favor of reliability. In its Default State, the Hunter Axe resembles an old battle axe. The Tricked State has the handle telescope out, converting the weapon into a poleaxe. In both states, when the wielder attacks a creature successfully, surrounding enemies take damage equal to your Strength modifier, as the Hunter Axe favors large, cleaving motions.

Kirkhammer

Weapon Proficiency: Martial Melee

Default State Properties: 1d8
Slashing damage, Versatile (1d10)

Tricked State Properties: 2d6
Bludgeoning damage, Heavy, Two-Handed

The Kirkhammer is an unwieldy weapon only utilized by the strongest of hunters. Due to its immense weight, the wielder's Strength score must be 16 or higher to use the Kirkhammer. In its Default State, it is an easily handled sword. When converted to its Trick State, however, the sword combines with a large stone, turning the weapon into a massive stone maul.

In the Default State, the weapon is a silvered longsword. Additionally, the Default State has been blessed by holy

energy, dealing an extra 1d6 radiant damage to undead and fiends.

The Trick State greathammer lands with such power, creatures within 5 feet of the wielder's target (excluding one's self) take damage equal to the wielder's combined Strength and Constitution modifiers. Additionally, if the wielder is attacking with advantage and if both d20 rolls would have hit the target's AC, the creature is knock prone.

Kos Parasite

Weapon Proficiency: Simple Melee

Default State Properties: 1d4 Slashing damage, Finesse, light, Reach

Tricked State Properties: 1d4
Slashing damage, Finesse, Light, Reach

The Kos Parasite is not a weapon in the traditional sense in that it actually a creature born of the corpse of an eldritch being that lurked beneath the oceans. The Kos Parasite in its base form cannot be used as a weapon. However, its potential can be unlocked as an action, transforming the Kos Parasite into its Default State, a bundle of tentacles that grow over one's hand and forearm. This tentacle appendage is considered a melee weapon you are proficient in and deals an extra 1d4 force damage on a hit.

The Tricked State harnesses the power even further, producing a similar tentacle appendage on your off hand and covering your entire head with a bundle of parasitic pustules. You can take an action to launch a poison-filled pustule from your head. One creature within 15 feet must make a Constitution save or be poisoned for one minute. The DC for this ability is equal to $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$.

Finally, the power of the Kos Parasite can unleash a shockwave while in the Tricked State. As an action, you may cast Thunderwave at its lowest level. The DC is $8 + \text{your proficiency modifier} + \text{your Constitution modifier}$.

Logarius' Wheel

Weapon Proficiency: Simple

Default State Properties: 1d8 Bludgeoning, Heavy, Two-Handed

Tricked State Properties: Special

Logarius' Wheel is an unconventional weapon resembling a wagon wheel that harbors the demented spirits of the ones infested with tainted blood.

Logarius' Wheel displays its righteous intent as the evil spirits within scream in pain. It has been blessed by holy energy, dealing an extra 1d6 radiant damage to undead and fiends.

When transformed into the Trick State, the Wheel expands outward, resembling two wheels next to one another. In this state, the wielder can use a bonus action to spin the outer wheel, causing blood to spin out violently and evil spirits to wail in anguish. Spinning the wheel gives you 1 wheel charge with a maximum total of 4 wheel charges in total. These charges last for one minute after the first spin, in which all wheel charges will be lost at the end of the minute.

At the beginning of your turn in which you have a wheel charge, you lose Hit Points equal to your Constitution modifier times the number of wheel charges you currently possess. When you make a melee attack with this weapon, you gain 1d8 extra bludgeoning damage per wheel charge you possess. In addition, you regain Hit Points with each attack equal to half of the damage you dealt. You can choose to lose all wheel charges at any time as a bonus action.

Ludwig's Holy Blade

Weapon Proficiency: Martial Melee

Default State Properties: 1d8 Slashing damage, Versatile (1d10)

Tricked State Properties: 2d6 Slashing damage, Heavy, Two-Handed

A weapon used by those wishing to emulate the first hunter, Ludwig's Holy

Blade can combine with its sheathe to transform its base longsword into a mighty greatsword.

This weapon was lined with the purest silver and is considered silvered for the purposes of overcoming damage reduction. In addition, Ludwig's Holy Blade is replete with much more blessed energy than other weapons, causing it to deal an extra 1d8 radiant damage to undead and fiends.

Rakuyo

Weapon Proficiency: Martial Melee

Default State Properties: Special

Tricked State Properties: Scimitar (1d6 Slashing damage, Finesse, Light) and Dagger (1d4 Piercing damage, Finesse, Light, Thrown (20/60/))

The Rakuyo is an odd weapon originating from the same lands as the Chikage. In its Default State, the weapon is a peculiar weapon resembling a twin blade. It deals 1d8 Slashing damage and has the Finesse property. By transforming the Rakuyo, the weapon splits into a scimitar held in one hand and a dagger held in the other, enabling vicious twin weapon fighting styles.

As an action in its Tricked State, you can target multiple creatures with an attack. Choose a number of creatures

equal or less to your Dexterity modifier and make a melee weapon attack. Each creature you chose that the attack roll would hit takes damage from the attack plus an extra 1d6 damage. If you have advantage or disadvantage against any of the targets, roll a second attack roll. Use the higher of the two attack rolls against creatures you have advantage against, the lower for disadvantage, or the first for neither. Once this ability has been used twice, you cannot use it again until you complete a short rest.

Reiterpallasch

Weapon Proficiency: Martial Melee

Default State Properties: Rapier (1d8 Piercing damage, Finesse)

Tricked State Properties: Shortsword (1d6 Slashing damage, Finesse) Pistol (1d10 piercing damage, Ammunition (range 30/90), loading)

The Reiterpallasch is an amalgamation of a traditional rapier and an unconventional flintlock pistol. In its Default State, the Reiterpallasch is a masterfully crafted estoc. In its Tricked State, its blade folds downwards, revealing the barrel of a pistol hidden within the basket hilt.

The Tricked State has 3 gunpowder cartridges within the basket hilt. As part of an Attack action, you may

substitute a shortsword attack for a ranged weapon attack using the pistol. The next cartridge can be loaded with a bonus action. More cartridges can be stocked into the Reiterpallasch during a long rest.

Additionally, when you are subject to a melee attack, you may use your reaction to expend a cartridge of gunpowder and give the attack disadvantage. This cannot be used if the Reiterpallasch is not loaded.

Rifle Spear

Weapon Proficiency: Simple Melee

Default State Properties: 1d6 Piercing damage, Versatile (1d8)

Tricked State Properties: Spear (1d8 Slashing damage, Two-Handed), Shotgun (2d8 Piercing damage, Ammunition (range 30/90), Reload (2 shots))

The Rifle Spear was made by a group of heretics obsessed with explosives. Normally a spear, its blade folds downward to reveal a hidden shotgun chamber.

The Rifle Spear's Tricked State can hold up to 3 gunpowder cartridges. As part of an Attack action, you may substitute an attack for a ranged weapon attack using the musket. The next cartridge can be loaded with a bonus

action. More cartridges can be stocked into the Rifle Spear during a long rest.

Saw Cleaver

Weapon Proficiency: Martial Melee

Default State Properties: 1d8 Slashing damage

Tricked State Properties: 1d8 Slashing damage, Reach

A serrated saw in one form and a large cleaver in another, the Saw Cleaver is popular with initiates and veterans alike and has become symbolic with the beast hunts of Yharnam.

The serrations found on this weapon in the Default State deal an extra 1d6 Slashing damage against aberrations and monstrosities.

In the Tricked State, the large sweeping motions cleave through numerous creatures at once. When you successfully attack a creature with this weapon, one creature of your choice within 5 feet of the original target takes slashing damage equal to your Strength modifier.

Saw Spear

Weapon Proficiency: Martial Melee

Default State Properties: 1d8 Slashing damage

Tricked State Properties: 1d6 Slashing damage, Reach

Another Trick Weapon popular with initiates, the Saw Spear sports vicious teeth along all edges of the weapon and formidable reach when transformed.

The serrations found on this weapon deal an extra 1d6 Slashing damage against aberrations and monstrosities.

Simon's Bowblade

Weapon Proficiency: Martial Melee, Martial Ranged

Default State Properties: 1d8 Slashing damage, Finesse

Tricked State Properties: 1d8 Piercing damage, Ammunition (range 150/600), Two-Handed

The favored weapon of a church member who despised firearms, Simon's Bowblade is a masterwork curved sword capable of folding out into a longbow when transformed. While not as effective against the beasts of Yharnam as their firearms were, Simon's Bowblade still provide reliable performance for dedicated wielders.

While in the Default State, the wielder may add their Wisdom modifier to their damage rolls. Additionally, while in the Tricked State, the wielder may add their Constitution modifier to their damage rolls.

Stake Driver

Weapon Proficiency: Martial Melee

Default State Properties: 1d8 Slashing damage

Tricked State Properties: 1d6 Bludgeoning, Special

The Stake Driver is an unwieldy contraption with a single, extended spike on the front. While swinging it normally produces lackluster cuts, the true power of the Stake Driver lies in its Tricked State, where the bladed spike retracts and primes itself for a violent and devastating piercing strike.

As a bonus action in the Default State, the wielder may prime the Stake Driver, causing its bladed spike to retract and enter the Tricked State. While in the Tricked State, the wielder cannot use the bladed spear to attack and must swing it wildly as a bludgeoning weapon. During their next turn, the wielder may choose to take the Ready action of moving half of their speed and unleashing the Stake Driver when an enemy comes within their

range. This explosive attack deals 8d6 piercing damage on a hit.

The attack is stressful on the weapon, however, and cannot be used again until a short or long rest.

Threaded Cane

Weapon Proficiency: Martial Melee

Default State Properties: 1d6

Bludgeoning damage, Finesse

Tricked State Properties: 1d4

Slashing damage, Finesse, Reach

A popular pick for initiates who favor dexterity over brute force, the Threaded Cane appears to be an ordinary walking cane until transformed into a bladed whip.

The Default State has been blessed by holy energy, dealing an extra 1d6 radiant damage to undead and fiends. Additionally, the serrations found on this weapon in the Tricked State deal an extra 1d6 Slashing damage against aberrations and monstrosities.

Tonitrus

Weapon Proficiency: Simple Melee

Default State Properties: 1d6

Bludgeoning damage

Tricked State Properties: Special

Resembling a lightning covered beast that haunted Yharnam, the Tonitrus is a large, iron mace capable of bathing itself in electricity.

As a bonus action, the wielder can activate the Tonitrus' Tricked State, causing it to produce lightning. All attacks the wielder makes during this turn gain an extra 1d4 lightning damage. The lightning on the weapon dissipates at the end of the turn.

Whirligig Saw

Weapon Proficiency: Martial Melee

Default State Properties: 1d8

Bludgeoning damage

Tricked State Properties: 3d4

Slashing damage, Two-Handed

The Whirligig Saw is a testament to hazardous equipment and man's ignorance to safety measures. While an average mace-like weapon in its Default State, the true power of the Whirligig Saw lies in its Tricked State, whereupon the wielder attaches two motor-powered serrated discs onto the end of the mace, forming a buzzsaw-like weapon.

The serrations found on this weapon in the Tricked State deal an extra 1d6 Slashing damage against aberrations and monstrosities.

While in the Tricked State, the wielder can use their action to unleash the full fury of this mechanical monstrosity. As the contraption revs into overdrive, the wielder may make melee weapon attacks in succession until they miss an attack. This ability cannot be used again until after a short rest.

Feat: Rally

You have the strength to persevere and recover after sustaining the most grievous of wounds.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain the ability to hold Rally Potential. Rally Potential is a pool of points equal to the total amount of damage you take outside of your turn. When you make a melee attack with more than one point in your Rally Potential pool, you regain Hit Points equal to the damage roll of your weapon plus your proficiency bonus. You cannot regain more Hit Points in a single turn than the current total of your Rally Potential. Your Rally Potential resets to zero at the end of your turn.